Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1797	"first search strategy" or "search strategy"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:11
L2	175	1 and partition	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:11
L3	173	2 and first	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:12
L4	168	3 and second	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:12
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L8	24	7 and @ad<"20011025"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:19
L11	10	first same search$3 same strategy same processor$1 and resource$1 and @ad<"20011025"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:53
L13	329	((((search$3 or query$3 or queries) same (optimis$6 or optimiz$6) and @ad<"20011025") and (partition$4 or cluster$4)) and ("707"/$.ccls.)) and ((query$4 or queries) near execut$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:56
L14	306	(software or program$1) and "logical partition" and processor$1 and dynamic$5 and @ad<"20010101"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:58

L15	42	(first same (software or program$1)) and (second same (software or program$1) same processor$1) and "logical partition" and processor$1 and dynamic$5 and @ad<"20010101"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:58
L16	42	L14 and L15	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:58
L17	76	invok$3 near1 quer$3 and search$3 and partition$1 and @ad<"20011025"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/03/24 11:59

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1 Search and strategies in OPL
Pascal Van Hentenryck, Laurent Perron, Jean-François Puget
October 2000 **ACM Transactions on Computational Logic (TOCL)**, Volume 1 Issue 2

Full text available: 📄 pdf(169.78 KB)   Additional Information: full citation, abstract, references, citings, index terms

OPL is a modeling language for mathematical programming and combinatorial optimization.
It is the first language to combine high-level algebraic and set notations from mathematical
modeling languages with a rich constraint language and the ability to specify search
procedures and strategies that are the essence of constraint programming. This paper
describes the facilities available in OPL to specify search procedures. It describes the
abstractions of OPL to specify both the search tree (se ...

Keywords: combinatorial optimization, constraint programming, modeling languages,
search

2 Generalized best-first search strategies and the optimality af A*
Rina Dechter, Judea Pearl
July 1985 **Journal of the ACM (JACM)**, Volume 32 Issue 3

Full text available: 📄 pdf(2.54 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper reports several properties of heuristic best-first search strategies whose scoring
functions f depend on all the information available from each candidate path, not merely on
the current cost g and the estimated completion cost h. It is shown that several known
properties of A* retain their form (with the minmax of f playing the role of the optimal cost),
which helps establish general tests of admissibility and general condi ...

3 A decomposition-based implementation of search strategies
Laurent Michel, Pascal Van Hentenryck
April 2004 **ACM Transactions on Computational Logic (TOCL)**, Volume 5 Issue 2

Full text available: 📄 pdf(215.43 KB)   Additional Information: full citation, abstract, references, index terms

Search strategies, that is, strategies that describe how to explore search trees, have raised
much interest for constraint satisfaction in recent years. In particular, limited discrepancy
search and its variations have been shown to achieve significant improvements in efficiency
over depth-first search for some classes of applications.This article reconsiders the

implementation of discrepancy search, and of search strategies in general, for applications where the search procedure is dynamic, ran ...

Keywords: Constraint programming, combinatorial optimization, search

4 Modeling user behavior: Cognitive strategies and eye movements for searching hierarchical computer displays
Anthony J. Hornof, Tim Halverson
April 2003 **Proceedings of the conference on Human factors in computing systems**

Full text available: pdf(1.97 MB)   Additional Information: full citation, abstract, references, index terms

This research investigates the cognitive strategies and eye movements that people use to search for a known item in a hierarchical computer display. Computational cognitive models were built to simulate the visual-perceptual and oculomotor processing required to search hierarchical and nonhierarchical displays. Eye movement data were collected and compared on over a dozen measures with the "a priori" predictions of the models. Though it is well accepted that hierarchical layouts are easier to se ...

Keywords: EPIC, cognitive modeling, cognitive strategies, eye movements, eye tracking, hierarchical menus, screen design, visual search

5 Improving search strategies: an experiment in best-first parsing
Hans Haugeneder, Manfred Gehrke
August 1988 **Proceedings of the 12th conference on Computational linguistics - Volume 1**

Full text available: pdf(504.08 KB)   Additional Information: full citation, abstract, references

Viewing the syntactic analysis of natural language as a search problem, the right choice of parsing strategy plays an important role in the performance of natural language parsers. After a motivation of the use of various heuristic criteria, a framework for defining and testing parsing strategies is presented. On this basis systematic tests on different parsing strategies have been performed, the results of which are dicussed. Generally these tests show that a "guided" depth oriented strategy gi ...

6 Research track: CLOSET+: searching for the best strategies for mining frequent closed itemsets
Jianyong Wang, Jiawei Han, Jian Pei
August 2003 **Proceedings of the ninth ACM SIGKDD international conference on Knowledge discovery and data mining**

Full text available: pdf(492.93 KB)   Additional Information: full citation, abstract, references, index terms

Mining frequent closed itemsets provides complete and non-redundant results for frequent pattern analysis. Extensive studies have proposed various strategies for efficient frequent closed itemset mining, such as depth-first search vs. breadthfirst search, vertical formats vs. horizontal formats, tree-structure vs. other data structures, top-down vs. bottom-up traversal, pseudo projection vs. physical projection of conditional database, etc. It is the right time to ask *"what are the pros and c ...*

Keywords: *association rules, frequent closed itemsets, mining methods and algorithms*

7 An enhanced RSM algorithm using gradient-deflection and second-order search strategies
Shirish S. Joshi, Hanif D. Sherali, Jeffrey D. Tew

December 1994 **Proceedings of the 26th conference on Winter simulation**

Full text available: pdf(745.11 KB)　　Additional Information: full citation, references, citings, index terms

8 Searching and organizing: Strategy hubs: next-generation domain portals with search procedures

Suresh K. Bhavnani, Bichakjian K. Christopher, Timothy M. Johnson, Roderick J. Little, Frederick A. Peck, Jennifer L. Schwartz, Victor J. Strecher

April 2003 **Proceedings of the conference on Human factors in computing systems**

Full text available: pdf(2.91 MB)　　Additional Information: full citation, abstract, references, citings, index terms

Current search tools on the Web, such as general-purpose search engines (e.g. Google) and domain-specific portals (e.g. MEDLINEplus), do not provide search procedures that guide users to form appropriately ordered sub-goals. The lack of such procedural knowledge often leads users searching in unfamiliar domains to retrieve incomplete information. In critical domains such as in healthcare, such ineffective searches can have dangerous consequences. To address this situation, we developed a new typ ...

Keywords: healthcare, strategy hub, web searching

9 Search strategy and selection function for an inferential relational system

Jack Minker

March 1978 **ACM Transactions on Database Systems (TODS)**, Volume 3 Issue 1

Full text available: pdf(2.29 MB)　　Additional Information: full citation, abstract, references, citings, index terms

An inferential relational system is one in which data in the system consists of both explicit facts and general axioms (or "views"). The general axioms are used together with the explicit facts to derive the facts that are implicit (virtual relations) within the system. A top-down algorithm, as used in artificial intelligence work, is described to develop inferences within the system. The top-down approach starts with the query, a conjunction of relations, to be answered. Either ...

Keywords: answer and reason extraction, heuristics, inference mechanism, logic, predicate calculus, relational databases, search strategy, selection function, top-down search, virtual relations

10 Unintended effects: varying icon spacing changes users' visual search strategy

Sarah P. Everett, Michael D. Byrne

April 2004 **Proceedings of the 2004 conference on Human factors in computing systems**

Full text available: pdf(675.36 KB)　　Additional Information: full citation, abstract, references, index terms

Users of modern GUIs routinely engage in visual searches for various control items, such as buttons and icons. Because this is so ubiquitous, it is important that the visual properties of user interfaces support such searches. The current research is aimed at deepening our understanding of how the visual spacing between icons affects visual search times. We constructed an experiment based on previous icon sets [8] where spacing between icons was systematically manipulated, and for which we had a ...

Keywords: iconic displays, user and cognitive models, visual search

11 Experiments with subdivision of search in distributed theorem proving

Maria Paola Bonacina

July 1997   **Proceedings of the second international symposium on Parallel symbolic computation**

Full text available: pdf(1.76 MB)   Additional Information: full citation, references, index terms

12 On optimal strategies for searching in presence of errors

S. Muthukrishnan

January 1994 **Proceedings of the fifth annual ACM-SIAM symposium on Discrete algorithms**

Full text available: pdf(1.14 MB)   Additional Information: full citation, references, citings, index terms

13 Auctions and E-commerce: Paid placement strategies for internet search engines

Hemant K. Bhargava, Juan Feng

May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available: pdf(294.18 KB)   Additional Information: full citation, abstract, references, index terms

Internet search engines and comparison shopping have recently begun implementing a paid placement strategy, where some content providers are given prominent positioning in return for a placement fee. This bias generates placement revenues but creates a disutility to users, thus reducing user-based revenues. We formulate the search engine design problem as a tradeoff between these two types of revenues. We demonstrate that the optimal placement strategy depends on the relative benefits (to provid ...

Keywords: bias, information gatekeepers, paid placement, promotion, search engines

14 Protocol verification using reachability analysis: the state space explosion problem and relief strategies

F. J. Lin, P. M. Chu, M. T. Liu

August 1987 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology,** Volume 17 Issue 5

Full text available: pdf(945.94 KB)   Additional Information: full citation, abstract, references, citings, index terms

Reachability analysis has proved to be one of the most effective methods in verifying correctness of communication protocols based on the state transition model. Consequently, many protocol verification tools have been built based on the method of reachability analysis. Nevertheless, it is also well known that state space explosion is the most severe limitation to the applicability of this method. Although researchers in the field have proposed various strategies to relieve this intricate p ...

15 Verification: Heuristic-guided counterexample search in FLAVERS

Jianbin Tan, George S. Avrunin, Lori A. Clarke, Shlomo Zilberstein, Stefan Leue

October 2004 **Proceedings of the 12th ACM SIGSOFT twelfth international symposium on Foundations of software engineering**

Full text available: pdf(293.84 KB)   Additional Information: full citation, abstract, references, index terms

One of the benefits of finite-state verification (FSV) tools, such as model checkers, is that a counterexample is provided when the property cannot be verified. Not all counterexamples, however, are equally useful to the analysts trying to understand and localize the fault. Often counterexamples are so long that they are hard to understand. Thus, it is important for FSV

tools to find short counterexamples and to do so quickly. Commonly used search strategies, such as breadth-first and depth-f ...

Keywords: FLAVERS, counterexamples, heuristic search

16 Computational strategies for object recognition
Paul Suetens, Pascal Fua, Andrew J. Hanson
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Full text available: pdf(6.37 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

17 Information retrieval session 8: efficiency: Operational requirements for scalable search systems
Abdur Chowdhury, Greg Pass
November 2003 **Proceedings of the twelfth international conference on Information and knowledge management**

Full text available: pdf(294.93 KB)   Additional Information: full citation, abstract, references, index terms

Prior research into search system scalability has primarily addressed query processing efficiency [1, 2, 3] or indexing efficiency [3], or has presented some arbitrary system architecture [4]. Little work has introduced any formal theoretical framework for evaluating architectures with regard to specific operational requirements, or for comparing architectures beyond simple timings [5] or basic simulations [6, 7]. In this paper, we present a framework based upon queuing network theory for analyz ...

Keywords: operational requirements, search scalability

18 Index-driven similarity search in metric spaces
Gisli R. Hjaltason, Hanan Samet
December 2003 **ACM Transactions on Database Systems (TODS)**, Volume 28 Issue 4

Full text available: pdf(650.64 KB)   Additional Information: full citation, abstract, references, index terms

Similarity search is a very important operation in multimedia databases and other database applications involving complex objects, and involves finding objects in a data set S similar to a query object q, based on some similarity measure. In this article, we focus on methods for similarity search that make the general assumption that similarity is represented with a distance metric d. Existing methods for handling similarity search in this setting typically fall into one of ...

Keywords: Hiearchical metric data structures, distance-based indexing, nearest neighbor queries, range queries, ranking, similarity searching

19
The use of adaptive mechanisms for selection of search strategies in document retrival

systems
W. Bruce Croft, Roger H. Thompson
July 1984 **Proceedings of the 7th annual international ACM SIGIR conference on Research and development in information retrieval**
Full text available: pdf(832.68 KB)   Additional Information: full citation, abstract, references

A document retrieval system can incorporate many types of flexibility. One example of this is the ability to choose a search strategy that is appropriate for a particular user and query. This paper investigates the use of adaptive mechanisms to control the selection of search strategies. The experimental results indicate that, although an adaptive mechanism is capable of learning the appropriate response in simple situations, there are serious problems with using them to make complex decisions i ...

20 Control strategies for two-player games
Bruce Abramson
June 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 2

Full text available: pdf(2.59 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Computer games have been around for almost as long as computers. Most of these games, however, have been designed in a rather ad hoc manner because many of their basic components have never been adequately defined. In this paper some deficiencies in the standard model of computer games, the minimax model, are pointed out and the issues that a general theory must address are outlined. Most of the discussion is done in the context of control strategies, or sets of criteria for move selection. ...

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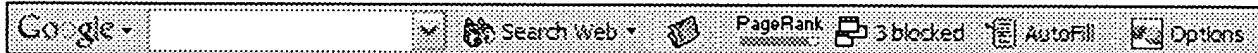
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